## AMENDMENTS TO THE CLAIMS

1. (Original) An on-screen display device for displaying desired characters on a display, character data of one character being composed of R bits (R is an integer that is equal to or larger than 2), and the character data comprising character codes that indicate types of the characters, or attribute codes that indicate modification display of the respective characters and character codes that indicate types of the characters, including:

a video RAM that holds the character data of the desired characters that are to be displayed on the display;

a display character setting unit for writing the character data at predetermined positions in the video RAM;

a first buffer that reads r bits ($1 \leqq r < R$) of respective m pieces ($2 \leqq m \leqq M$) of the character data selected from among M pieces ($2 \leqq M$) of the character data corresponding to characters that are displayed on one line, from the video RAM at one-time access, and stores the read data;

a second buffer that stores remaining (R-r) bits of the respective m pieces of the character data;

a character generator ROM for creating font data corresponding to the character codes included in the character data that are outputted from the first and second buffers; and

a display control unit for reading the font data from the character generator ROM and generating a desired on-screen output signal on the basis of the font data.

2. (Currently Amended) The on-screen display device of Claim 1 wherein

the remaining (R-r) bits of the character data that are stored in the second buffer are formed in a bit-size ~~comprising bits as many as~~ that is a multiple of 8.

3. (Currently Amended) The on-screen display device of Claim 1 wherein

the display character setting unit positions r bits of the respective m pieces of the character data selected from among the M pieces of the character data corresponding to characters that are displayed on one line, in an area of the video RAM from which the data can be read at one-time

access, ~~thereby~~ so as to write the r bits of the respective m pieces of the character data in consecutive address areas of the video RAM.

4. (Original) The on-screen display device of Claim 1 wherein

the character data that are stored in the first buffer are composed of a part or all of the attribute codes.

5. (Original) The on-screen display device of Claim 1 wherein

the character data that are stored in the first buffer are composed of only a part of the character codes.

6. (Original) The on-screen display device of Claim 4 wherein

the attribute codes that are stored in the first buffer are codes indicating two types of attributes, and only the attribute codes indicating the same type of attribute are located in an area of the video RAM from which data can be read at one-time access.

7. (Original) The on-screen display device of Claim 5 wherein

as for the part of the character codes that are stored in the first buffer, respective bits of the part of the character codes relating to the same character are located only in an area of the video RAM from which data can be read at one-time access.

8. (Canceled)

9. (Currently Amended) ~~The on-screen display device of Claim 8~~ An on-screen display device for displaying desired characters on a display, data of the characters comprising character codes that indicate types of the characters, or attribute codes that indicate modification display of the characters and character codes that indicate types of the characters, said device comprising:

a video RAM that holds the character data of the desired characters that are to be displayed on the display;

a display character setting unit for writing the character data at predetermined positions in the video RAM;

a character code buffer for storing the character codes included in the character data that are outputted from the video RAM;

an attribute code buffer for storing the attribute codes included in the character data that are outputted from the video RAM;

a character generator ROM for creating font data corresponding to the character codes; and

a display control unit for reading the character codes included in the character data that are outputted from the video RAM, from the character code buffer, and generating a desired on-screen output signal on the basis of the font data that are outputted from the character generator ROM and the attribute codes outputted from the attribute code buffer, wherein

the attribute codes included in the character data that are outputted from the video RAM indicate a start position of application of attributes, and an end position of the application of attributes or the number of characters to which the attributes are applied.